for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements.

2.   (twice amended) An interactive apparatus as defined by Claim 1, wherein said logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be selected by the user further comprises:

[a personality profile emulator;]

a video selection network controlled by said personality profile emulator for selecting one of said video vignettes in response to selected ones of said plurality of statements; and

an audio selection network controlled by said personality profile emulator for selecting one of said audio responses in response to said selected ones of said plurality of statements.

14.   (thrice amended) An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said statements to be selected by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements.

2

15.   (twice amended) An interactive method, as defined by Claim 14, wherein said step of creating logic means for interrelating each of said audio responses, said video vignettes and said statements to be selected by the user includes the steps of:
creating an interrelated network linking said video vignettes with said statements to be selected by the user according to said [a] personality profile;

creating an interrelated network linking said audio responses with said statements to be selected by the user according to said personality profile; and

creating an interrelated network linking said video vignettes with said audio responses

22.   (thrice amended) An interactive apparatus, comprising:

a plurality of video vignettes simulating a person;

a listing of a plurality of statements to be verbalized by the user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said audio responses, said video vignettes and said statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulation comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements.

23.   (twice amended) An interactive apparatus as defined by Claim 22, wherein said logic means for interrelating each of said audio responses, said video vignettes and said statements to be verbalized by the user further comprises:
[a personality profile emulation;]

3

a video network linking said video vignettes with said statements to be verbalized by the user according to said personality profile emulation; an audio network linking said audio responses with said statements to be verbalized by the user according to said personality profile emulation; and means for linking said video vignettes with said audio responses according to said personality profile emulation.

35. (thrice amended) An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements.

36. (twice amended) An interactive method as defined by Claim 35, wherein said step of creating logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be verbalized by the user includes the steps of:

creating an interrelated network linking said video vignettes with said recognized verbalized statements according to said [a] personality profile;

creating an interrelated network linking said audio responses with said recognized verbalized statements according to said personality profile; and

4

creating an interrelated network linking said video vignettes with said
audio responses.

43.   (twice amended) An interactive system, comprising:

memory means including a plurality of statements;

memory means for video presentation; and

keyboard means for selecting one of said plurality of statements in
response to a visual cue from said monitor means or an audio
cue, said video presentation capable of being one of a plurality of video
presentations possible in response to said selected one of said plurality of
statements, said selection of said one of said video presentations being
controlled by a personality profile emulator comprising an emotional
model of a simulated person appearing in said video presentation.

60.   (twice amended) A computer readable medium that stores a program, said
program comprising:

means for creating a simulated person;

means for creating a plurality of statements to be verbalized;

means for recognizing verbalized statements;

means for creating a plurality of audio responses for articulation;

means for creating logic means for interrelating said audio responses,
simulated person and statements to be verbalized, such that each of said
statements can have a plurality of different audio responses and video
vignettes associated therewith, said logic means comprising a personality
profile emulator comprising an emotional model of said simulated person
for controlling the selection of one of said plurality of audio responses and
one of said plurality of video vignettes in response to user verbalized ones
of said plurality of statements.

61.   (twice amended) A computer readable medium that configures a computer to perform a method, said method comprising the steps of:

simulating a person;

selecting statements to be selected by a user;

articulating audio responses by the simulated person; and

interrelating the statements selected by the user, the audio response and the simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, wherein said interrelating step comprises the step of using a personality profile emulator comprising an emotional model of said simulated person to control the selection of one of said audio responses in response to user selected ones of said statements.

62.   (twice amended) An interactive apparatus comprising:

a means for simulating a person;

a plurality of statements to be selected by a user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

logic means for interrelating each of said statements to be selected by the user, said audio responses and said simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements.

63.   (twice amended) An interactive method, comprising the steps of:

simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

6

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said simulated person and said statements to be selected by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements.

64. (twice amended) An interactive apparatus comprising:

means for simulating a person;

a listing of a plurality of statements to be verbalized by the user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said audio responses, said simulated person and said statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements.

65. (twice amended) An interactive method comprising the steps of:

simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of

1. (thrice amended) An interactive apparatus, comprising:

a plurality of video vignettes simulating a person;

a plurality of statements to be selected by a user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said statements to be selected by the user, said audio responses and said video vignettes, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements.

2. (twice amended) An interactive apparatus as defined by Claim 1, wherein said logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be selected by the user further comprises:

a video selection network controlled by said personality profile emulator for selecting one of said video vignettes in response to selected ones of said plurality of statements; and

an audio selection network controlled by said personality profile emulator for selecting one of said audio responses in response to said selected ones of said plurality of statements.

14. (thrice amended) An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said statements to be selected by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements.

15.   (twice amended) An interactive method, as defined by Claim 14, wherein said step of creating logic means for interrelating each of said audio responses, said video vignettes and said statements to be selected by the user includes the steps of:

creating an interrelated network linking said video vignettes with said statements to be selected by the user according to said personality profile;

creating an interrelated network linking said audio responses with said statements to be selected by the user according to said personality profile; and

creating an interrelated network linking said video vignettes with said audio responses

22.   (thrice amended) An interactive apparatus, comprising:

a plurality of video vignettes simulating a person;

a listing of a plurality of statements to be verbalized by the user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said audio responses, said video vignettes and said statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses

2

and video vignettes associated therewith, said logic means comprising a personality profile emulation comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements.

23. (twice amended) An interactive apparatus as defined by Claim 22, wherein said logic means for interrelating each of said audio responses, said video vignettes and said statements to be verbalized by the user further comprises:

a video network linking said video vignettes with said statements to be verbalized by the user according to said personality profile emulation;

an audio network linking said audio responses with said statements to be verbalized by the user according to said personality profile emulation; and

means for linking said video vignettes with said audio responses according to said personality profile emulation.

35. (thrice amended) An interactive method, comprising the steps of:

creating a plurality of video vignettes simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements.

36. (twice amended) An interactive method as defined by Claim 35, wherein said step of creating logic means for interrelating each of said audio responses, said video vignettes and said plurality of statements to be verbalized by the user includes the steps of:

creating an interrelated network linking said video vignettes with said recognized verbalized statements according to said personality profile;

creating an interrelated network linking said audio responses with said recognized verbalized statements according to said personality profile; and

creating an interrelated network linking said video vignettes with said audio responses.

43. (twice amended) An interactive system, comprising:

memory means including a plurality of statements;

memory means for video presentation; and

keyboard means for selecting one of said plurality of statements in response to a visual cue from said monitor means or an audio cue, said video presentation capable of being one of a plurality of video presentations possible in response to said selected one of said plurality of statements, said selection of said one of said video presentations being controlled by a personality profile emulator comprising an emotional model of a simulated person appearing in said video presentation.

60. (twice amended) A computer readable medium that stores a program, said program comprising:

means for creating a simulated person;

means for creating a plurality of statements to be verbalized;

means for recognizing verbalized statements;

means for creating a plurality of audio responses for articulation;

means for creating logic means for interrelating said audio responses,

4

simulated person and statements to be verbalized, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements.

61. (twice amended) A computer readable medium that configures a computer to perform a method, said method comprising the steps of:

simulating a person;

selecting statements to be selected by a user;

articulating audio responses by the simulated person; and

interrelating the statements selected by the user, the audio response and the simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, wherein said interrelating step comprises the step of using a personality profile emulator comprising an emotional model of said simulated person to control the selection of one of said audio responses in response to user selected ones of said statements.

62. (twice amended) An interactive apparatus comprising:

a means for simulating a person;

a plurality of statements to be selected by a user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

logic means for interrelating each of said statements to be selected by the user, said audio responses and said simulated person, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person

5

for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements.

63. (twice amended) An interactive method, comprising the steps of:

simulating a person;

creating a plurality of statements to be selected by a user of said apparatus;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said simulated person and said statements to be selected by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user selected ones of said plurality of statements.

64. (twice amended) An interactive apparatus comprising:

means for simulating a person;

a listing of a plurality of statements to be verbalized by the user of said apparatus;

a plurality of audio responses for articulation by said simulated person; and

a logic means for interrelating each of said audio responses, said simulated person and said statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and

one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements.

65.   (twice amended) An interactive method comprising the steps of:

simulating a person;

creating a plurality of statements to be verbalized by the user;

creating means for recognizing verbalized ones of said plurality of statements;

creating a plurality of audio responses for articulation by said simulated person; and

creating logic means for interrelating each of said audio responses, said simulated person and said plurality of statements to be verbalized by the user, such that each of said statements can have a plurality of different audio responses and video vignettes associated therewith, said logic means comprising a personality profile emulator comprising an emotional model of said simulated person for controlling the selection of one of said plurality of audio responses and one of said plurality of video vignettes in response to user verbalized ones of said plurality of statements.